1. There shall be a main menu from which the game: “Name TBD”, will begin when the user launches it
	1. The menu will be dungeon themed with the name of the game as well as the buttons to navigate to other screens labeled “start game” and “about”
2. The “start game” button will display different options for different game modes
	1. The user must then select which subject to play with (math, science, English, all)
	2. After the user selects their subject, the game will begin.
3. The game will begin with the user’s character in the dungeon selection screen with 5 lives (maximum).
	1. The user will choose which path in the dungeon to take
		1. Paths will determine the player’s route through the dungeon and what they encounter
		2. Paths can have encounters that have different types of questions (topic, difficulty, etc.)
	2. Once a path has been selected, the user will enter an encounter with an enemy
		1. Within the encounter the user will have running life total
		2. The user will be asked questions in order to activate their attacks if answered correctly
		3. The monster will attack which prompts the player with a question, if the player gets it correct they dodge, otherwise they are hit
	3. Once enough questions have been answered, the enemy will be defeated, and the encounter will end.
		1. The number of questions needed to defeat an enemy will depend on how far the user is into the dungeon.
		2. Once the encounter ends, the user will be returned to the dungeon screen to select their next path.
	4. If the user runs out of lives at any point, they will enter a final stand question
		1. If the user answer this correctly they will be able to continue the encounter, if they answer incorrectly, they will be sent to a “game over” screen.
	5. If the user reaches the end of the dungeon without running out of lives, a “Congratulations” screen will be displayed along with the user’s score
		1. The score will be calculated based on how many questions the user gets right, it will be higher the fewer questions answered incorrectly
4. The “about” button will link the user to the website for the project
5. A bank of questions for each subject level
	1. Questions should have a range of difficulties
	2. Questions can be partitioned to different types of enemies
	3. Questions are for 6th graders